# CLAIMS

1. A method of playing a card game, the method comprising the steps of:

2      randomly assigning a deviation multiplier to players in the card game;

randomly selecting an initial single hand rank, the initial single hand rank is

4      utilized, along with the deviation multiplier, to determine a range of possible hand

rankings for each of the players in the card game, each player is assigned a hand

6      rank within the range of possible hand rankings;

randomly selecting a base number from the range of possible hand

8      rankings; and

assigning a hand rank to the each of the players in the game, where the hand

10      rank is determined using the base number.


2. The method of claim 1, wherein the each player is assigned a different

2      hand ranking.


3. The method of claim 1, wherein a winning hand is determined by the

2      highest ranking hand.


4. The method of claim 1, further comprising the steps of:

2      (a) dealing the cards to the players face down;

(b) displaying a card for the each of the players, the each of the players

4      choosing to either bet or fold the hand;

(c) displaying another card for the each of the players, the each of the

6      players choosing to either bet or fold the hand;

(d) repeating step (c) for each additional player in the game; and

8      (e) determining the highest ranking hand using all the displayed cards of the

players who have not folded.


5. The method of claim 3, further comprising the steps of:

2      discarding a selected number of cards;

replacing the discarded cards; and

4            determining the winner of the game based on the player with the highest ranking hand.

6. The method of claim 1, wherein the card game is five card

2        stud.

7. The method of claim 1, further comprising the step of providing a video

2        display in which to display each hand of the players.

8. The method of claim 1, wherein 5 cards are initially dealt to each player.

9. The method of claim 1, wherein the hand of the each of the players is

2        close in rank.

10. The method of claim 1, wherein the range is determined by a formula,

2        wherein the formula is (10 x the deviation multiplier) x 2.

11. The method of claim 10, wherein a random number is selected from

2        between 0 and the formula.

12. The method of claim 11, wherein the base number is the random

2        number plus the initial single hand rank.

13. The method of claim 12, wherein the hand rank of each of the players

2        is determined by subtracting (10 x deviation multiplier) from the base number.

14. The method of claim 1, further comprising the step of dealing the each

2        of the players in the game the assigned hand rank and wherein the each of the players in the game is deal a hand from a different deck of cards.

15. A method of playing a card game, the method comprising the steps of:

biasing a deck of cards so each hand dealt to each player in the game is close in rank; and

dealing the each hand to the each player creating a competitive game; and

playing the game.

16. The method of claim 15, wherein the each player is assigned a different hand ranking.

17. The method of claim 15, wherein a winning hand is determined by the highest ranking hand.

18. The method of claim 15, further comprising the steps of:

(a) dealing the cards to the players face down;

(b) displaying a card for the each of the players, the each of the players choosing to either bet or fold the hand;

(c) displaying another card for the each of the players, the each of the players choosing to either bet or fold the hand;

(d) repeating step (c) for each additional player in the game; and

(e) determining the highest ranking hand using all the displayed cards of the players who have not folded.

19. The method of claim 15, further comprising the step of providing a video display in which to display each hand of the players.